GAME BOY® ADVANCE

AGB-BRKE-USA

MEGAMAN® BATTLE NETWORK 5
TEAM COLONEL

INSTRUCTION BOOKLET

CAPCOM®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision
Eye or muscle twitching
Involuntary movements
Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official
Nintendo
Seal
®

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department. The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

EVERYONE

E™

MILD VIOLENCE

ESRB CONTENT RATING www.esrb.org

The two versions of this game, TEAM COLONEL and TEAM PROTOMAN, are both part of MEGA MAN BATTLE NETWORK® 5.

No matter which version you have, you can enjoy playing with most of the network functions described in this manual.

LICENSED BY

Nintendo®

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

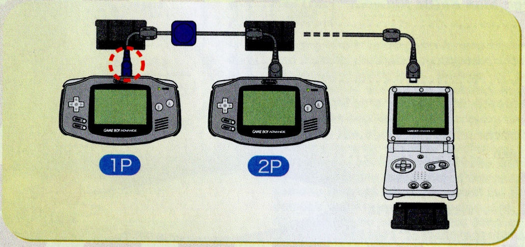
CONTENTS

Multiplayer Setup 2
Using the Game Boy® Advance Wireless Adapter 3
The World of *Mega Man Battle Network*® 4
Robbed! 5
Characters 5
Starting Up 6
Game Controls 6
Action! 8
Internet 9
Battle: Custom Screen 10
Battle: Action Screen 12
Emotion Window 13
Dubl Soul 14
Chaos Union 14
Souls 15
Liberation Missions 16
Team Members 20
PET Screen 21
Navi Customizer 24
Network Functions 26
Battle Chip Secrets 29
Traders 30
Items 30
Game Hints 30
Crossover Battles 31

Visit Mega Man at: www.capcom.com/megaman
Register online at: www.capcom.com/register

MULTIPLAYER SETUP

CONNECTING THE GAME BOY® ADVANCE GAME LINK® CABLE



YOU NEED:

- ☐ Combination of 2: Game Boy® Advance and/or Game Boy® Advance SP
- ☐ 1 Game Boy® Advance Game Link® cable (sold separately)
- ☐ 2 ***Mega Man Battle Network® 5*** Game Paks

CONNECTING

1. Make sure the power of both Game Boy® Advance systems is OFF.
2. Insert a ***Mega Man Battle Network® 5*** Game Pak into each Game Boy® Advance system.
3. Link the Game Boy® Advance Game Link® cable to the external extension connector on both Game Boy® Advance systems. The system connected to the smaller plug is 1P.
4. Turn on the systems.

USING THE GAME BOY® ADVANCE WIRELESS ADAPTER

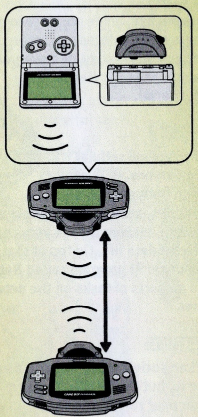
CROSSOVER BATTLES *(see page 31)*

YOU NEED:

- ☐ Combination of 2: Game Boy® Advance and/or Game Boy® Advance SP
- ☐ 2 Game Boy® Advance Wireless Adapters (sold separately) (*Note:* Using the Nintendo GameCube™ Wavebird Wireless controller may conflict with the Wireless Adapter, mixing the signals and causing interference)
- ☐ ***Mega Man Battle Network® 5*** Game Pak
- ☐ Konami's ***Boktai® 2: Solar Boy Django*** Game Pak

CONNECTING

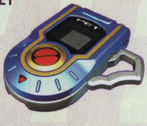
1. With both gaming systems turned OFF, insert the ***Mega Man Battle Network® 5*** Game Pak into one system, and the ***Boktai® 2: Solar Boy Django*** Game Pak into the other system.
2. Connect the Wireless Adapters to the external expansion connectors of each system.
3. Turn both systems ***ON.***



THE WORLD OF MEGA MAN BATTLE NETWORK®

The year is 200x . . .

It is the network age, made possible by the rapid advancements of the Internet and other communications technology, and everyone has a portable handset called a PET (Personal Terminal).



WHAT IS A PET?

Similar to an evolved cellular phone in appearance, PETs are equipped with both phone and email capabilities, and can also double as textbooks and newspapers, making them a very convenient accessory for modern life. On top of that, inside each PET is a humanoid AI program called Net Navi, which can perform all sorts of tasks on the network for its human owner.

VIRUS BUSTING!

The networked society... the world is a very convenient place to live in, but things aren't always perfect, thanks to rampant computer viruses. To protect themselves against these viruses, people equip their Net Navis with battle data programs called Battle Chips, and have their Net Navis fight the viruses directly. This is called Virus Busting.

THE MEGA MAN NETWORK SERIES

☐ ***MEGA MAN BATTLE NETWORK®***

The first game in the series, ***Battle Network 1*** pits you in an intense battle against the evil secret society, WWW. Through Lan and his friends' efforts, all hacking is rooted out, but in the end, the evil Dr. Wily, the mastermind behind the terror, disappears!

☐ ***MEGA MAN BATTLE NETWORK® 2***

With WWW eliminated, players go up against Gospel, the evil Net Mafia and the newest threat. Lan and company infiltrate and overthrow Gospel, and in the process find an evil mastermind secretly running things behind the scenes!

☐ ***MEGA MAN BATTLE NETWORK® 3***

This exciting third game in the series pits you against the resurrected Dr. Wily. In a desperate battle, Lan and friends uncover the truth about the "Great Disaster" and its restricted data.

☐ ***MEGA MAN BATTLE NETWORK® 4***

This fourth chapter in the series, released in two different versions, has Lan vying to win the tournament to prove himself the best Net Battler in the world. While top opponents battle for the championship, a secret organization lurks behind the scenes!

ROBBED!

It's been a month since the battle with Nebula, the Dark Chip Syndicate — a battle for the fate of the earth itself. Today Lan and his friends are visiting Lan's father in the research lab at the Department of Science. Lan's father has exciting news.

Just before Dr. Hikari shares his big news, a mysterious group of Navis appears out of nowhere and takes over the Internet!! Even the lab's own computers are hacked, and all systems shut down! Amid the chaos, suddenly sleeping gas is hurled into the lab. One person after another drops to the ground, including Lan's father.

Luckily Lan is off to the side when the sleeping gas goes off, and manages to hold on to consciousness for a while longer. Lying there in a groggy state, Lan sees Dr. Regal, leader of Nebula, towering over the unconscious bodies. So Regal is alive after all!

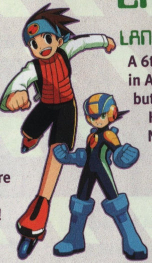
". . . Well, well, Dr. Hikari . . . ."

"Master Regal, what about his friends?"

"Confiscate their PETs. Without them, they'll be helpless anyway."

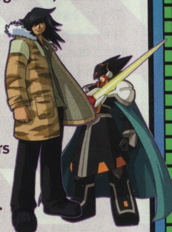
After stealing everyone's PETs, Regal rushes out of the Department of Science. And this is the last thing Lan sees before finally succumbing to the sleeping gas.

CHARACTERS



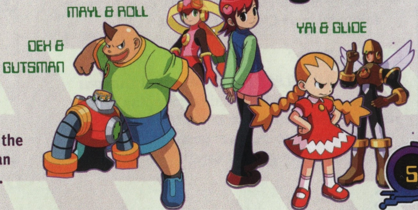
LAN & MEGA MAN

A 6th-grader at ACDC Elementary School, in ACDC Town, Lan's grades aren't the best, but his Virus Busting skills are top notch. His best friend is Mega Man, his Net Navi. In Net Battles, these two make a powerful team.



BARYL & COLONEL

A mysterious man who suddenly appears to help Lan. His past is a complete blank, but he dominates Team Colonel with his amazing technique.



STARTING UP

MAIN MENU

MEGAMAN 5
BATTLE NETWORK
TEAM COLONEL
PRESS START
©CAPCOM CO.,LTD 2004,2005 ALL RIGHTS RESERVED

On the Title screen, press ***START*** to see the options for starting the game. (If you have not yet saved a game, the ***Continue*** option will not appear.)

☐ ***New Game*** — Start a new game from the beginning.

☐ ***Continue*** — Start the game from the point where you saved it.

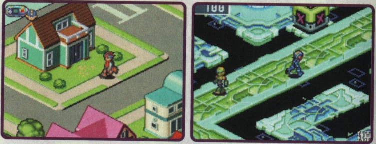
☐ ***Crossover Battle*** — Begin Crossover Battle mode. This option only appears when the Wireless Adapter is connected. See pages 31-34 for more information on Crossover Battles.

SOFT RESET

Press ***START, SELECT*** and the ***A and B Buttons*** simultaneously any time during gameplay to soft-reset the game and return to the Main Menu. Use this to quit your current game and start over from where you last saved.

GAME CONTROLS

FIELD SCREEN



On the Field screen, you control Lan in the Real World and Mega Man in the Cyber World.

☐ ***Control Pad*** . . . .Move character
Move menu cursor

☐ ***A Button*** . . . . . . .Speak/Examine
Confirm

☐ ***B Button*** . . . . . . .Dash (hold down while moving)
Cancel

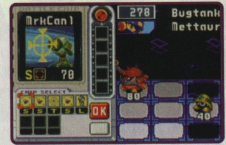
☐ ***R Button*** . . . . . . .Jack-in (to the Cyber World)
Jack-out (from the Cyber World)

☐ ***L Button*** . . . . . . .Talk to Mega Man
(from the Real World)
Talk to Lan (from the Cyber World)

☐ ***START*** . . . . .Open PET screen

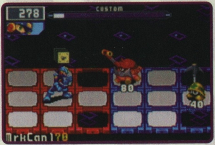
☐ ***SELECT*** . . . . .Skip cutscene

CUSTOM SCREEN


MrkCan1
S 78
CHIP SELECT
OK
278
Bugtank
Mettaur
80
40

☐ ***Control Pad*** ....Move cursor
☐ ***A Button*** ....Confirm
☐ ***B Button*** ....Cancel
☐ ***R Button*** ....View Battle Chip description
☐ ***L Button*** ....Run away
☐ ***START***..........Move cursor to ***OK***
☐ ***SELECT*** ....Hide Custom window

BATTLE ACTION SCREEN


278
CUSTOM
80
40
MrkCan1 78

☐ ***Control Pad*** ....Move Mega Man
☐ ***A Button*** ....Use Battle Chip
☐ ***B Button*** ....Mega Buster (hold down to charge)
☐ ***R or L Button*** ..Open Custom screen (when Custom Gauge is full)
☐ ***START***..........Pause
☐ ***SELECT*** ....Not used

ACTION!

THE REAL WORLD

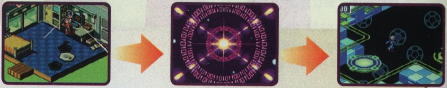
You progress through the game by moving back and forth between the ***Real World*** and the ***Cyber World***. In the Real World, you play as Lan.

- ☐ ***Speak/Examine*** — Press the ***A Button*** to talk to the person in front of you or examine something you've found.
- ☐ ***Dash*** — Hold down the ***B Button*** while moving with the ***Control Pad*** to skate along faster than a normal walk.
- ☐ ***Talk to Mega Man*** — Press the ***L Button*** anywhere in the field to talk to Mega Man inside your PET. He may have some good advice for you if you ever get stuck or aren't sure where to go next.
- ☐ ***Jack-in*** — This action allows you to transmit a signal from your PET device to send Mega Man into all sorts of electronic equipment. To jack-in, stand in front of a computer or other electronic device and press the ***R Button***.

THE CYBER WORLD

In the Cyber World, you play as Mega Man, searching out enemy bosses while taking out pesky viruses and solving a variety of problems.

- ☐ ***Speak/Examine*** — Press the ***A Button*** to talk to the programs or examine something you've found. Be sure to examine the Mystery Data scattered here and there.
- ☐ ***Dash*** — Hold down the ***B Button*** while moving with the ***Control Pad*** to dash along faster than a normal walk.
- ☐ ***Talk to Lan*** — Press the ***L Button*** anywhere in the field to talk to Lan in the Real World. If you're stuck, try asking him for advice.
- ☐ ***Jack-out*** — Press the ***R Button*** to bail out of the Cyber World and return to the Real World and play as Lan again. Be careful — Mega Man can't jack-out immediately.



If there is a problem with an electronic device, it's probably due to a virus or an enemy Navi wreaking havoc inside it. When this happens, jack-in and send Mega Man into the Cyber World to do a number on the enemy. You can also jack-in even if there is no trouble to clean up, so check all over the Real World for places to jack-into and explore.

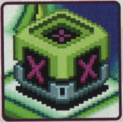
INTERNET

By jacking-in to the computer in Lan's room, you can go to the world of the Internet and access and explore many different areas.

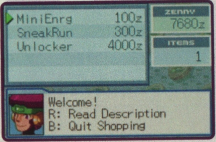
☐ **Security Cubes** — These help prevent viruses from spreading to certain areas of the Internet. You'll see them at entrances to people's web pages, so you'll need to get the password, or ***P Code***, from the owner, to disable the Security Cube and pass through.

☐ **Shops** — Talk to a Net Dealer to bring up a Shop screen. Move the cursor to highlight the item you want and press the ***A Button***. Press the ***R Button*** to view a description of the item currently highlighted. Chips and Navi Customization Programs are shown in green.

☐ **Vision Burst** — Somewhere in the Cyber World is a place with the Real World of the past digitized and stored with an extremely advanced technology. No one knows just who has done this or why.



SECURITY CUBE

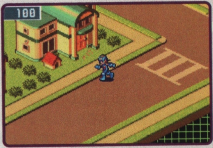


MiniEnrg 100z
SneakRun 300z
Unlocker 4000z

ZENNY 7680z
ITEMS 1

Welcome!
R: Read Description
B: Quit Shopping

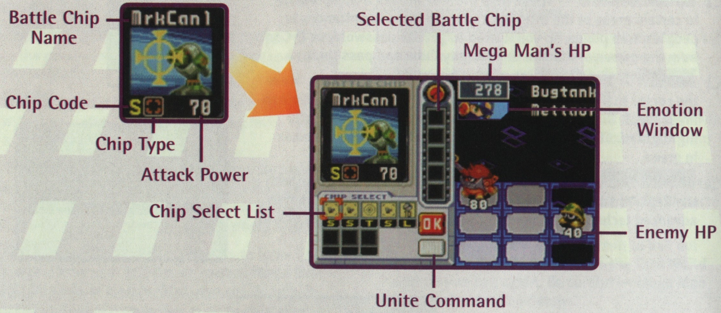
SHOP



VISION BURST

BATTLE: CUSTOM SCREEN

When you encounter an enemy, you'll be taken first to the Custom screen. Here you can select the Battle Chip to send to Mega Man.

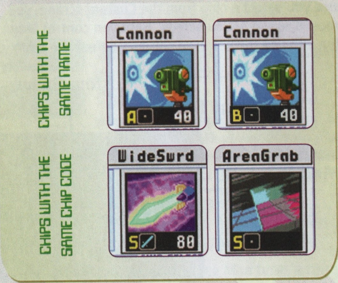

Battle Chip Name
Chip Code
Chip Type
Attack Power
Chip Select List
Selected Battle Chip
Mega Man's HP
Emotion Window
Enemy HP
Unite Command
MrkCan1
S
70
278
Bugtank
CHIP SELECT
S S T S L
OK
80
40

SELECTING BATTLE CHIPS

Five chips are chosen at random from the Chip Folder and displayed in the Chip Select area. Select a chip to send to Mega Man by moving the cursor over the chip you want to send and pressing the *A Button*. With a chip highlighted, press the *R Button* to view a description of the chip before sending it to Mega Man.

RULES FOR CHOOSING BATTLE CHIPS

Normally you can only select one chip at a time. However if the circumstances are right (see illustration), you can choose up to five chips at once, giving you the advantage. (Chips that don't fit in a group with already selected chips are grayed out on the list.)



SENDING DATA

Once you finish selecting a chip, move the cursor to ***OK*** and press the ***A Button***. The screen will switch to the action screen where you control Mega Man in battle.

UNITE COMMAND

This command lets you perform Dubl Soul and Chaos Union. After selecting a chip that matches the Soul you want to transform into, select the ***Unite*** command to transform the chip into Dubl Soul. (See page 14.)

EMOTION WINDOW

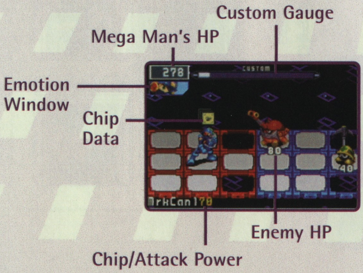
This window shows Mega Man's Sync status. This starts off at ***Normal,*** and will increase to ***Full Synchro*** if you get a counter or drop if you take a hit. (See page 13.)

RUN AWAY

Press the ***L Button*** to run away. Whether or not you get away depends on your luck. Remember — the tougher the enemy is, the harder it is to run away.

BATTLE: ACTION SCREEN

Once you select a chip from the Custom screen, you proceed to the Action screen. Here you control Mega Man and use the selected chips to defeat the enemy.



ATTACK AREAS

Mega Man moves around on the red squares, while the enemy moves around on the blue squares. Neither side can enter the opposite side's area, but there may be special attacks that allow you to invade the opposite side temporarily.

MEGA BUSTER

Press the ***B Button*** to fire your Mega Buster. There are no restrictions on ammunition, and the closer you are to the enemy, the easier it is to perform rapid-fire attacks. Hold down the ***B Button*** to charge up the Mega Buster for a more powerful shot.

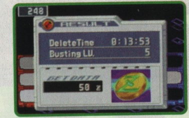
USING CHIPS

Press the ***A Button*** to use chips already sent to Mega Man from the Custom screen. Chip Data appears above Mega Man's head. The name of the chip's attack and its strength appear on the bottom left of the screen.

CUSTOM GAUGE

Once the action starts, the Custom Gauge at the top of the screen slowly starts to fill. Once it is full, press the ***L or R Button*** to re-enter the Custom screen. Now, even if you've used up all of your chips, you can select more to send to Mega Man.

RESULT SCREEN



DeleteTime 0:13:53
Busting LV. 5
50 z

Win fights by ***deleting*** enemies (reducing their HP to zero). Once a battle is over, you go to the Results screen, where you can see how long the battle lasted, your Busting Level (an evaluation of your virus-busting techniques during that battle), and any Chip Data acquired.

BUSTING LEVEL SECRETS

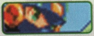
With higher Busting Levels, you can get better chips from battles. If you do well in battle, you may also be rewarded with the chips the enemy was using! Raise your Busting Level by defeating enemies quickly. There are other ways to increase your Busting Level too. How many can you find?

COUNTERS

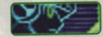
A Counter is when you attack an enemy the moment that enemy is about to attack you. If you land a successful Counter, that enemy will be paralyzed momentarily, leaving it open to attack. With a successful Counter, Mega Man's Emotion Window will shoot up to Full Synchro status.

EMOTION WINDOW

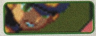
This window reflects Mega Man's state of mind. As he fights, his state of mind can change.



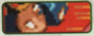
Normal — Mega Man begins battles in this neutral state.



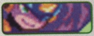
Full Synchro — Helps you see when to time attacks for Counters, and doubles the attack power of your next chip. (Using a chip with double attack power cancels Full Synchro status.)



Worried — With Mega Man's confidence down, he cannot perform Dubl Soul in this state.



Angry — Mega Man turns a little red and gets more serious, giving the next chip he uses double the attack power.



Evil — With evil infiltrating Mega Man's heart, he is no longer able to perform Dubl Soul. He might also pull off an unexpected surprise if it looks like he's about to be deleted.

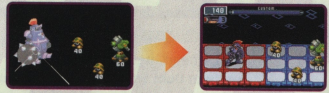
If Mega Man gets infected by a bug, the Emotion Window may start to flash to indicate a problem.

DUBL SOUL

As you progress through the game, the Souls of those you battle against resonate with Mega Man. When you acquire a Soul, you see its mark on Mega Man's area on the PET screen, and you can now unite with that Soul for Dubl Soul.

HOW IT WORKS

Each Soul has a corresponding type of chip (see page 15). Select the type of chip that corresponds to the Soul you want to transform into, and then select the **Unite** command at the bottom right of the screen. This transforms the chip into Dubl Soul. Select **OK** and proceed to the Action screen where Dubl Soul will be activated automatically. (***Note:*** You cannot perform Dubl Soul with a Regular Chip.)



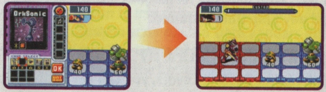
When you perform Dubl Soul, Mega Man changes to look more like the Navi he is united with, and gains that Navi's special abilities while transformed. After three turns, Mega Man returns to his original form. Mega Man cannot unite with the same Soul twice in a single battle.

CHAOS UNION

During your progress Mega Man will also gain a new power called ***Chaos Union*** that enables him to control the power of the dark and fuse his own Dark Soul with Souls that resonate with him.

HOW IT WORKS

Chaos Union is performed like Dubl Soul except that Chaos Union uses Dark Chips.

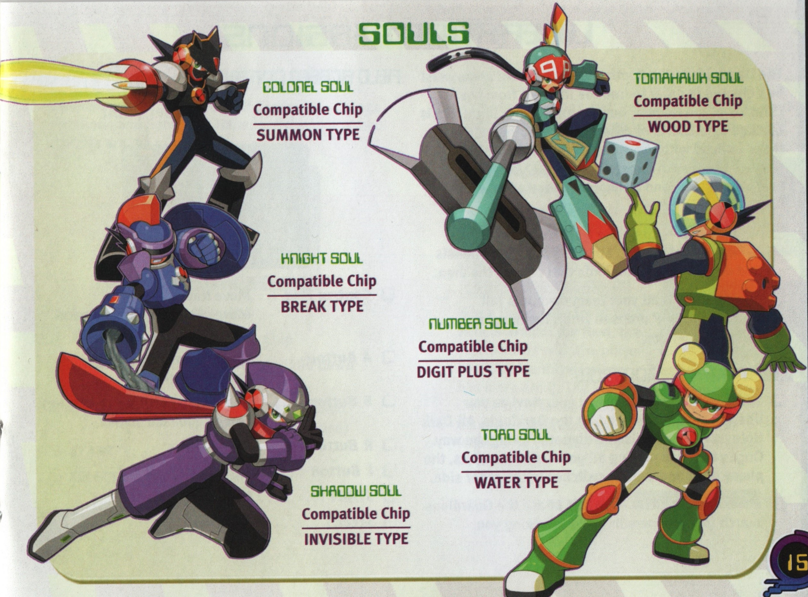


DARK CHIPS REQUIRED FOR CHAOS UNION

Colonel Chaos = Dark Sound
Knight Chaos = Dark Drill
Shadow Chaos = Dark Invisi
Tomahawk Chaos = Dark Lance
Number Chaos = Dark Plus
Toad Chaos = Dark Wide

After performing a Chaos Union, you can use the ***B Button*** Charge Shot to use Dark Chips. Since the energy of the dark swells and shrinks, you must release the ***B Button*** when the energy is at its peak. If you fail, the Dark Soul residing within Mega Man will flee his body and attack him.

SOULS



COLONEL SOUL

Compatible Chip

SUMMON TYPE

KNIGHT SOUL

Compatible Chip

BREAK TYPE

SHADOW SOUL

Compatible Chip

INVISIBLE TYPE

TOMAHAWK SOUL

Compatible Chip

WOOD TYPE

NUMBER SOUL

Compatible Chip

DIGIT PLUS TYPE

TOAD SOUL

Compatible Chip

WATER TYPE

LIBERATION MISSIONS

The Darkloids in the depths of the different areas must be defeated in order to free the Internet from the clutches of the Nebula. But the road to the Darkloids is blocked by all sorts of different panels, including those imbued with the power of the dark. You must liberate (free) each panel as you make your way to the Darkloids, and ultimately liberate that entire area of the Internet.

☐ ***Winning*** — Complete a Liberation Mission by liberating (freeing) all of the Dark Hole panels and defeating the Darkloids that control the area.

☐ ***Losing*** — If all your team members fall unconscious (HP drops to zero), the mission will end in failure.

LIBERATION MISSION FLOW

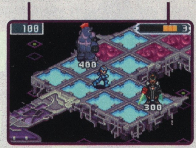
☐ ***Player Phase*** — Control your Navi as you liberate panels and head for the Darkloids. All Dark Hole panels must also be liberated along the way. Once you finish moving all your team members, the phase ends and control switches to the other side.

☐ ***Darkloid Phase*** — In this phase the Guardians march forward, pursuing and attacking you.

FIELD SCREEN CONTROLS

Navi HP

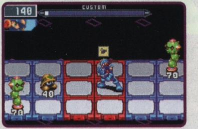
Order Point



☐ ***Control Pad***	Move Navi Move cursor within Command screen
☐ ***A Button***	Open Command screen Confirm command
☐ ***B Button***	Dash (hold down while moving) Close Command screen
☐ ***R Button***	Switch Navis
☐ ***L Button***	Move Camera
☐ ***START***	Retreat
☐ ***SELECT***	Not used

BATTLE SCREEN CONTROLS

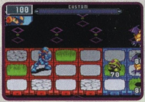
When surrounded, use the ***L/R Buttons*** to change directions and fight. The Action and Custom screen controls are the same.



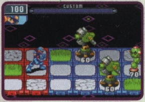
☐ ***Control Pad***	Move Navi
☐ ***A Button***	Use Battle Chip
☐ ***B Button***	Mega Buster (hold down to charge)
☐ ***R/L Buttons***	Change Navi's direction (only when surrounded)
☐ ***START***	Pause
☐ ***SELECT***	Not used

CHANGING BATTLES

In Liberation Missions, battles may start off differently depending on various factors in play when you enact the Liberate command.



☐ ***Battle: Advantage*** – When there are few Dark Panels around the Navi, the battle starts with the advantage on the player's side (more area to move).



☐ ***Battle: Disadvantage*** – When there are a lot of Dark Panels around the Navi, the battle starts with the player at a disadvantage (enemy has more area). The more Dark Panels around you, the larger the disadvantage becomes. You may even find yourself surrounded by enemies on both sides, so be careful.

LIBERATION BATTLES

Battles that take place during Liberation Missions are called ***Liberation Battles.*** Some of the differences between Liberation Battles and regular battles are:

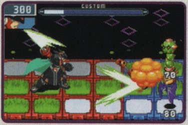
☐ ***Automatic Custom Screen*** — In Liberation Battles the Custom screen appears automatically when your Custom Gauge fills up all the way.

☐ ***3 Turns*** — Each Liberation Battle finishes in three turns, whether you defeat the enemy or not. If you don't defeat the enemy by that time, you fail to liberate that panel.

☐ ***1-Turn Liberation*** — If you manage to defeat all enemies within the first turn of the battle, you get a 1-Turn Liberation, liberating that panel and the surrounding eight panels as well, all at once.

NAVI TEAMMATES

Even ally Navis can participate In Liberation Battles. Each Navi has a different fighting style, so you'll need to adapt each time you change Navis.



There may also be special chips specific to a certain Navi that only appear when you're controlling that Navi. This may prove to be a major strategic key.

If your Navi's HP reaches zero, it can't perform any actions during the next Player Phase. Once that phase is over, it will recover a small amount of HP.

LIBERATION COMMANDS

Press the ***A Button*** on the Field screen to open the Command screen.

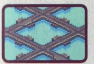
☐ ***Liberate*** — Use this to liberate the panel in front of you. Depending on the panel, you might enter battle, or it may trigger an event where you have to help Mega Man and friends.

☐ ***Special Commands*** — Your team members have special commands unique to their Navi capabilities. It is crucial to use all their abilities and commands wisely in order to make it through the Liberation Missions. Every special command you use takes away one Order Point. When you run out of Order Points you can no longer use special commands. You can recover Order Points by liberating Dark Panels.

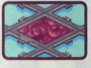
☐ ***Pass*** — You can rest and restore a little HP without doing anything for that turn.

PANEL TYPES

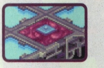
These are some of the panels you may see during Liberation Missions:



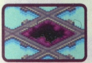
☐ ***Normal Panel*** — You can travel across these panels normally.



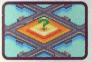
☐ ***Dark Panel*** — You cannot travel across these. Use the Liberate command to enter battle and try to liberate them.



☐ ***Dark Panel w/Item*** — These panels yield items when you liberate them.

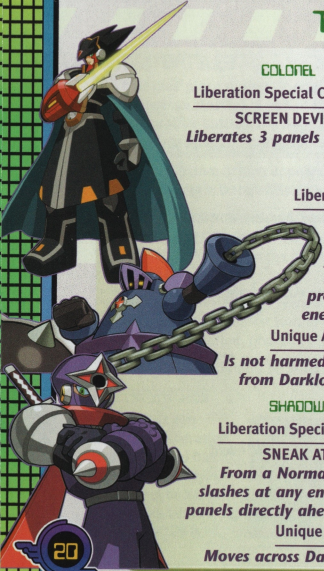


☐ ***Dark Hole*** — These panels produce Guardians, and must be liberated.



☐ ***? Panel*** — These panels trigger an event that can help you. The event is determined by a roulette system.

TEAM MEMBERS



COLONEL

Liberation Special Command

SCREEN DEVICE

Liberates 3 panels in a row.

KNIGHT MAN

Liberation Special Command

KNIGHT DEFENSE

Automatically jumps in front of nearby allies to protect them from enemy attacks.

Unique Ability

Is not harmed by direct attacks from Darkloids or Guardians.

SHADOW MAN

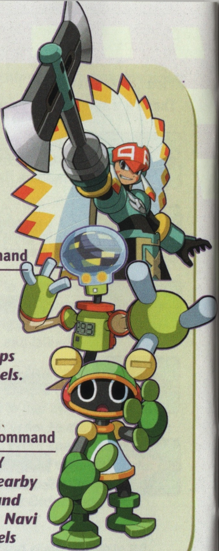
Liberation Special Command

SNEAK ATTACK

From a Normal Panel, directly slashes at any enemies in the two panels directly ahead for damage.

Unique Ability

Moves across Dark Panels freely.



TOMAHAWK MAN

Liberation Special Command

TOMAHAWK SWING

Swings tomahawk to liberate the 6 panels ahead of him.

NUMBER MAN

Liberation Special Command

NUMBER CHECK

Checks the 6 panels ahead of him, gets any items there, and changes any traps into normal Dark Panels.

TOAD MAN

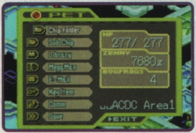
Liberation Special Command

LIFE MELODY

Cheers on a single nearby Navi with a song, and during that turn, that Navi can liberate 5 panels in a vertical row at once.

PET SCREEN

Press ***START*** on the Field screen to enter the PET screen.


PET
Chip Folder
Sub Chip
Library
MegaMan
E-Mail
Key Item
Comm
Save
HP
277/ 277
ZENNY
7680z
BUGFRAGS
4
ACDC Area1
EXIT

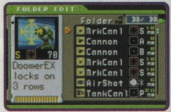
CHIP FOLDER

The Chip Folder holds the chips you use in battle. You start out with one folder, which you can edit or rearrange. As the game progresses, you can gain an additional Chip Folder and one backup folder. You cannot edit or rearrange the backup folder, but you can update it by getting backup folders from other players.

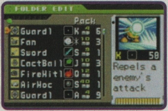
- ☐ ***Equipping Folders*** — The folder you have equipped is marked ***Equip***. To equip a different folder, select the equipped folder, press the ***A Button*** and then select the ***Equip*** option.
- ☐ ***Editing Folders*** — Select a folder to edit, press the ***A Button*** and then select the ***Edit*** option. You will move on to the Folder Edit screen.

FOLDER EDIT SCREEN

On the Folder Edit screen, press the ***Control Pad*** ⬅/➡ to move between the Folder and Backpack. Move ⬆/⬇ to select a chip, and then select the chip you want to replace it with to exchange the two chips.


FOLDER EDIT
Folder
30/ 30
S 78
DoomerEX locks on 3 rows
ArkCan1 S 10
Cannon A 8
Cannon B 8
ArkCan1 S 10
ArkCan1 S 10
AirShot * 6
TankCan1 P 20

Folder


FOLDER EDIT
Pack
Guard1 K 4 6
Fan * 10 3
Sword S 9 1
CactBall J 10 3
FireHit1 O 12 1
AirHoc S 40 1
Guard1 A 4 9
K 58
Repels a enemy's attack

Backpack

Press the ***A Button*** twice to send just the chips. Press ***START*** to rearrange the chip order or press the ***L/R Buttons*** to switch between pages.

BATTLE CHIP RANKINGS

Battle Chips are divided into three ranks according to their capabilities. There are also Dark Chips that do not fit into the normal ranking, and using them may have an adverse effect on the Navi.

- ☐ ***Standard Chip*** — Gray border
- ☐ ***Mega Class Chip*** — Blue border
- ☐ ***Giga Class Chip*** — Red border
- ☐ ***Dark Chip*** — Purple border

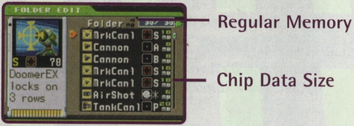
FOLDER EDITING RULES

- ☐ Be sure to fill up all 30 slots with chips.
- ☐ You can put a max of four of the same chips in the folder. Chips with the same name are considered the same, even if the code is different.
- ☐ You can only put up to five Mega Class Chips, one Giga Class Chip, and three Dark Chips in a folder at once, and they must all be different from each other.

REGULAR CHIPS

Regular Chips always appear in the Chip Select List on the Custom screen. They can be useful if you do a good job of incorporating them into your strategy. In the folder, move the cursor over the chip you want to designate as a Regular Chip and press ***SELECT.*** If a border appears around the chip, that means it has been designated as a Regular Chip. (Not all chips can be turned into Regular Chips.)

If the chip's Data Size is larger than the amount of remaining Regular Memory, you won't be able to designate the chip as a Regular Chip. You can increase the amount of Regular Memory available by finding an item called ***Regular UP.***



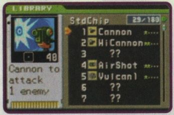
S 78
DoomerEX
locks on
3 rows

MrkCan1 S 10 MB
Cannon A 8 MB
Cannon B 8 MB
MrkCan1 S 10 MB
MrkCan1 S 10 MB
AirShot ＊ 6 MB
TankCan1 P 20 MB

SUB CHIPS

There are many kinds of Sub Chips, and you can use them on the Field screen of the Cyber World to help Mega Man out. Get them from Shops and Mystery Data. Sub Chips can only be used once.

DATA LIBRARY



StdChip 29/180
1 Cannon ★····
2 HiCannon ★★···
3 ??
4 AirShot ★★···
5 Vulcan1 ★····
6 ??
7 ??

40
Cannon to attack 1 enemy

Data for chips you acquire is entered automatically in the Data Library, and you can view it at any time. The first page shows Regular Chips. Press the *Control Pad* ➡ to view pages for Mega Class and Giga Class Chips, as well as the P.A. Memo. Stars to the right of the chip name indicate how rare the chip is, with more stars signifying rarer chips. Do you have what it takes to collect all the chips?

P.A. MEMO

View a list of Program Advance (P.A.) combinations (see page 29) you have activated so far in the game.

MEGA MAN

View Mega Man's status here. As you progress in the game, two more pages will be added to this screen.

NAVI CUSTOMIZER

This activates the Navi Customizer (see page 24).

RECORD SCREEN

View the Delete Time Record for beating enemies on Busting Level S for each Navi's SP. Both My Record and Total Record are shown. The faster the Total Record time, the higher the Navi Chip SP attack power.

E-MAIL

Read email addressed to Lan. Use the *Control Pad* to move through the list of emails and turn email pages.

KEY ITEMS

View items you're holding and their descriptions. Use the *Control Pad* to move through the list.

COMMUNICATION

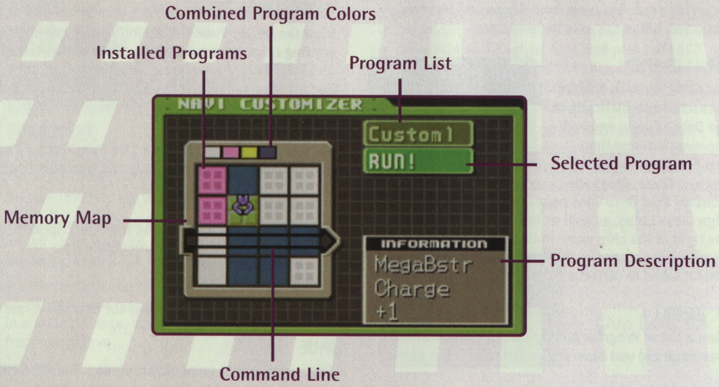
Link up with friends to battle it out or trade chips.

SAVE

Save your current gameplay progress. From the Title screen, select *Continue* to resume your game from a save point.

NAVI CUSTOMIZER

Once you reach a certain point in the game, the Navi Customizer feature will be added to your PET device. Use it to combine programs and strengthen the abilities of your Navis. Access the Navi Customizer from the Mega Man screen in the PET screen.


Combined Program Colors
Installed Programs
Program List
NAVI CUSTOMIZER
Custom1
RUN!
Selected Program
Memory Map
INFORMATION
MegaBstr
Charge
+1
Program Description
Command Line

INSTALLING PROGRAMS

Move the ***Control Pad*** ↑/↓ on the Program List to select a program to install. Press the ***L/R Buttons*** to toggle between pages of the list. Once a program is selected, the program appears in the Memory Map for you to place. Select a location for the program and press the ***A Button*** to install it.

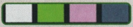
REMOVING PROGRAMS

To remove programs installed in the Memory Map, press the Control Pad ← to move the cursor to the Memory Map area. When you select a program, the options ***Return*** and ***Move*** appear. Select ***Return*** to uninstall the program and return it to the list. Select ***Move*** to move the program within the Memory Map to rearrange the layout. Press ***SELECT*** to remove all installed programs at once.

PROGRAMMING RULES

There are four rules for installing programs in the Memory Map.

- ☐ ***Rule 1*** – Place Program Parts so they overlap the Command Line by at least one square.
- ☐ ***Rule 2*** – You cannot place Plus Parts (with square pattern) on the Command Line.
- ☐ ***Rule 3*** – Don't place parts for different programs of the same color next to each other.
- ☐ ***Rule 4*** – Combine programs so that you have four different colors of programs. Above the Memory Map is a bar showing the colors of the combined programs.



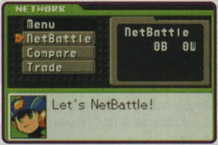
RUN

Once you finish setting up the program, select ***Run*** (press ***START*** to move the cursor directly to ***Run***). When ***OK!*** appears, the program has been compiled.

BUGS!

Once you run the program, if you made any errors and disregarded any of the four programming rules, there will be a ***bug***, or anomaly in the program code, that can adversely affect Mega Man's performance. If you have a bug in your combined program, Mega Man may not move properly or his HP might drop on its own. If you notice anything abnormal, quickly check Mega Man's Emotion Window to see what's going on.

NETWORK FUNCTIONS



Let's NetBattle!

USING THE GAME BOY® ADVANCE GAME LINK® CABLE

By using the Game Boy® Advance Game Link® cable (sold separately), you can trade chips and programs, go head-to-head with other *Battle Network* gamers, and more. Set up the cable to communicate with the other gamer by following the instructions on pages 2-3.

When you enter the Network screen, you will be asked to save your game. The game will also be saved automatically after a network battle or when you finish trading.

USING THE GAME BOY® ADVANCE WIRELESS ADAPTER

When you are using the Game Boy® Advance Wireless Adapter (sold separately) and select it from the Network screen, you will be taken to the Name screen. Here you can enter your name and a comment to be displayed when you link up with other players. Your name can be up to 5 characters long; your comment can be up to 11 characters long.

Note: The Wireless Adapter feature is only compatible with the ***Boktai® 2: Solar Boy Django*** Game Pak.

CONTROLS FOR ENTERING NAME AND COMMENT

☐	***Control Pad***	Move text cursor
☐	***A Button***	Confirm
☐	***B Button***	Backspace
☐	***L/R Buttons***	Move text cursor left/right
☐	***START***	Move cursor to ***OK***
☐	***SELECT***	Not used

NETWORK SCREEN

First, choose to be either the host or client. Then wait for the other person to join. Once connected, the host's side shows the name and comment of the client and any other possible clients, and the client side shows the other person as a possible host.

If there is a list of possible partners to connect to, use the ***L/R Buttons*** to move through the list and press the ***A Button*** to select someone to connect to.

NET BATTLE

Link up with a friend and go head-to-head in two different modes of play. First, select your mode:

- ☐ ***Single Battle*** — Face off in a single match.
- ☐ ***Triple Battle*** — Go for best two out of three.

Then select the type of battle:

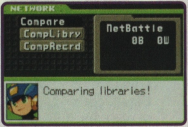
- ☐ ***Practice*** — Wins and losses are not counted.
- ☐ ***Actual*** — Wins and losses count toward your results, and the winner takes a chip from the loser. (You must have at least one other chip besides a Giga Class or Dark Chip in one of your Backpacks to play this battle type.)

Once both players select the same mode and battle type, the battle begins. The first player to reduce the opponent's HP to zero wins the battle.

The 15th turn is the final turn of the battle, and then the match ends even if both sides still have HP remaining. In this case the player who inflicted more total damage on the other wins, regardless of actual remaining HP.

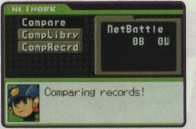
COMPARE

☐ **Compare Library** — Compare Data Libraries with other people. Any entries in the other person's library that are not in yours will be added to your library, and vice versa.


NETWORK
Compare
CompLibry
CompRecrd
NetBattle
0B 0W

Comparing libraries!

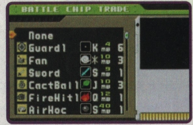
☐ **Compare Records** — Compare Delete Time Record totals and update the records with the new top times. The better the times listed in the Total Records, the more powerful the Navi Chip SPs become, so share your times with friends to make all your Navis stronger.


NETWORK
Compare
CompLibry
CompRecrd
NetBattle
0B 0W

Comparing records!

TRADE

☐ **Battle Chip Trading** — Trade chips from your Backpack one at a time (Giga Class Chips cannot be traded). Once you and your friend select chips to trade, you will be asked to confirm the trade. When you both select *Yes* the trade is completed. If you just want to give a chip to someone without getting anything in return, select your chip while your friend selects *None*.


BATTLE CHIP TRADE
None
Guard1 K 4 MB 6
Fan * 10 MB 3
Sword S 9 MB 1
CactBall J 10 MB 3
FireHit1 Q 12 MB 1
AirHoc S 40 MB 1

☐ **Program Trading** — Once you unlock the game's Navi Customizer, you will be able to trade programs with other people. When you and your friend select programs to trade, you will be asked to confirm the trade. Select *Yes* to complete the trade.

BATTLE CHIP SECRETS

Collecting Battle Chips and developing a good strategy is the key to success.

ATTACK POWER

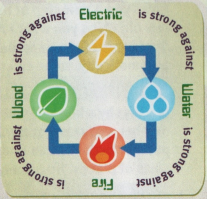
A chip's attack power determines how much damage it will do to an enemy with a single hit. Of course a higher attack power is more effective, but there are also other factors to consider, such as range of spread attacks, multiple hits, elemental attributes, etc. So don't think about attack power alone, and use the best chip for the situation at hand. (Attack power is not shown for support chips.)

CHIP TYPES

There are 12 types of chips, each with different characteristics. These attributes also come into play when you perform Dubl Soul.

- Sword
- Electric
- Wind
- Fire
- Cursor
- Recovery
- Summon
- Break
- Invisible
- Wood
- Bonus Point
- Water

ELEMENTAL ATTRIBUTES



Four chip types are also elemental attributes. They each have a strength and weakness. Attack an enemy having the elemental attribute that the chip is strong against to perform an elemental attack worth double damage!

CHIP CODES

Chip Codes are displayed with the letters A-Z. On the Custom screen, you can select two different types of chips at the same time as long as they have the same code. Chip Codes with an * (asterisk) can be selected along with any other Chip Code.

PROGRAM ADVANCE

When you select a certain combination of Battle Chips, they may fuse and transform into a brand new Battle Chip. This is called a ***Program Advance***. Every Program Advance you discover is saved to your P.A. Memo area.

TRADERS

☐ ***Chip Traders*** — A Chip Trader is a machine that gives you a new chip at random in exchange for a few old chips you want to trade in. When you trade in old chips for a new one, your game is saved automatically, so be careful what you trade away.

☐ ***Number Traders*** — This Trader is located in Mr. Higsby's kiosk. If you enter the right eight-digit number, you may get a chip or an item (one time per number). You can find clues to numbers in all sorts of places. How many can you find?

☐ ***Bug Piece Traders*** — Supposedly somewhere in the world is a Trader that will give you new chips in exchange for pieces of bugs . . . .

ITEMS

Search for and collect items to power-up Mega Man and help you get through the game. For instance:

☐ ***HP Memory*** — Increases Mega Man's max HP by 20.

☐ ***P Code*** — Eliminates Security Cubes. (You get most of these from people.)

GAME HINTS

WATCH YOUR HP

You don't get HP back after battles, so be sure to use recovery items or Sub Chips during battle or before you run into another enemy. You may also receive HP Balls on the Result screen, which also restore HP.

MAINTAIN FULL SYNCHRO STATUS

Mega Man's Emotion Window returns to normal once a battle is over. But if you finish a battle with Full Synchro status, Mega Man stays in Full Synchro and starts the next battle that way. It disappears if you jack-out of the Cyber World or reach a boss battle.

USE THE TERRAIN TO YOUR ADVANTAGE

Use the terrain of the battlefield to give yourself the upper hand. For example, Grass Panels burn easily, so Flame attacks are twice as effective on them. You can also use Electric attacks against enemies on Water Panels for double the force.

MR. HIGSBY'S CHIP ORDERING SERVICE

At a certain point in the game, Mr. Higsby will start offering a Chip Ordering Service. Chips in the Data Library are shown on a list, and all you have to do is select a chip that has at least a name by it. Use this together with the ***Library Compare*** command. (You might not be able to request all chips.)

CROSSOVER BATTLES

Crossover Battle mode take place in Network mode when you link up a copy of this game with someone who has a copy of ***Boktai*® *2: Solar Boy Django*** from Konami and compete against each other in head-to-head battles. This mode requires the Game Boy® Advance Wireless Adapter (sold separately), and cannot be played with the Game Boy® Game Link® cable (sold separately). See page 3 for instructions on how to set up for Crossover Battles.

ENTERING CROSSOVER BATTLE MODE

Connect the Wireless Adapter (see page 3) and power up both systems.

- ☐ ***Battle Network 5*** – The ***Cross Battle*** option will appear on the Main Menu.
- ☐ ***Boktai 2*** – Using the ***L and R Buttons***, enter this command from the Link screen to bring up the ***Crossover Battle*** option:

L R L R L L R R R R L L
SELECT START SELECT START

(You only need to do this the first time you play.)

MENU SCREEN

Selecting ***Crossover Battle*** takes you to the Menu screen with these options:

- ☐ ***Crossover Battle*** – Go on to the Entry screen.
- ☐ ***Edit Name*** – (***Battle Network 5*** only) – Select this to update the name and comment displayed on the Entry screen. (See page 26 for instructions.) For ***Boktai 2***, the name that appears is taken from within the game.
- ☐ ***Game Help*** – View a description of Crossover Battles.

ENTRY SCREEN

Select your battle partner here. The ***Boktai 2*** Game Pak is always the host, and the ***Battle Network 5*** Game Pak is always the client.

- ☐ ***Battle Network 5*** – Names and comments of possible opponents are shown. Select an opponent to enter battle. (Use the ***L and R Buttons*** to update the list.)
- ☐ ***Boktai 2*** – When a ***Battle Network 5*** user asks for a match, that user's name and comment are displayed on the ***Boktai 2*** screen. Press the ***A Button*** to accept and enter battle.

CUSTOM & INTERVAL SCREENS

These screens allow you to select your weapons for the next turn to prepare for battle. Also, if you have successfully blocked your opponent, you can send the Pesky Bat back to your opponent (see page 34).

BATTLE NETWORK 5 CUSTOM SCREEN CONTROLS

☐ ***Control Pad*** ....Move cursor
☐ ***A Button*** ....Confirm
☐ ***B Button*** ....Cancel
☐ ***R Button*** ....Show Battle Chip description
☐ ***L Button*** ....Not used
☐ ***START*** ....Move cursor to ***OK***
☐ ***SELECT*** ....Hide Custom WIndow

BOKTAI 2 INTERVAL SCREEN CONTROLS

☐ ***Control Pad*** ....Not used
☐ ***A Button*** ....Not used
☐ ***B Button*** ....Not used
☐ ***R Button*** ....Select weapon
☐ ***L Button*** ....Select magic
☐ ***START*** ....End Interval
☐ ***SELECT*** ....Toggle Blocking on/off

ACTION SCREEN

Once you finish in the Custom/Interval screens, the game moves to the Action screen. Controls here are slightly different from the regular game.

BATTLE NETWORK 5 ACTION SCREEN CONTROLS

☐ ***Control Pad*** ....Move Mega Man
☐ ***A Button*** ....Use Battle Chip
☐ ***B Button*** ....Mega Buster (hold down to charge)
☐ ***R Button*** ....Not used
☐ ***L Button*** ....Not used
☐ ***START*** ....Not used
☐ ***SELECT*** ....Not used

BOKTAI 2 ACTION SCREEN CONTROLS

☐ ***Control Pad*** ....Move Django
☐ ***A Button*** ....Not used
☐ ***B Button*** ....Attack with weapon
☐ ***R Button*** ....Use with ***Control Pad*** to move camera (look around)
☐ ***L Button*** ....Use ***Enchant*** (***ON/OFF***)
☐ ***START*** ....Not used
☐ ***SELECT*** ....Not used

BATTLE

Battles proceed in the standard way for each game.

WINNING

- ☐ ***Battle Network 5*** — Defeat Shade Man first, or reduce Django's HP to zero.
- ☐ ***Boktai 2*** — Defeat Shade Man first, or reduce Mega Man's HP to zero.

DIFFERENCES BETWEEN CROSSOVER BATTLES & ACTUAL GAMES

- ☐ ***Battle Network 5*** — The Custom screen opens automatically once the Custom Gauge reaches full, and you cannot perform Dubl Soul.
- ☐ ***Boktai 2*** — Once the remaining time gauge at the top of the screen reaches zero, the Interval screen opens automatically. Solar Charges are not possible, so there is no Solar Gauge. Magic effects differ from the regular game.
- ☐ ***Max Mode*** — Once you reach Turn 11, both games enter Max Mode, which doubles both the players' and Shade Man's attack power.

PESKY BAT

Battles proceed in the standard way for each game.

By successfully attacking Shade Man with a specific attack, you can send a Pesky Bat to your opponent. Pesky Bats are sent automatically when you enter the Custom/Interval screen, and produce different effects depending on the color.

- ☐ ***Battle Network 5*** — Attack Shade Man with the Bat Cannon Battle Chip to send a Pesky Bat based on the version of the chip. Land a Counter to send a red Pesky Bat.
- ☐ ***Boktai 2*** — Attack Shade Man with an ***Enchant*** (attribute) attack to send a Pesky Bat based on the weapon at the time of the attack. Attack from behind to send a red Pesky Bat.

PESKY BAT COLOR CHART

	Battle Network 5	*Boktai 2*
Yellow	Bat Cannon 1	Spear
Blue	Bat Cannon 2	Sword
Green	Bat Cannon 3	Hammer
Red	Counter	Attack from behind
3 colors	Bat Cannon 4	

PESKY BAT EFFECTS

Pesky Bats sent from your opponent have the following effects. You can send multiple Pesky Bats of the same color simultaneously and double the effects!

PESKY BAT EFFECTS

Battle Network 5

Yellow	Tuby appears in enemy area.
Blue	Mettaur appears in enemy area.
Green	Shade Man's HP is restored.
Red	Shade Man uses Big Noise special move.

Boktai 2

Yellow	Django receives an abnormal status.
Blue	Shade Claw is summoned.
Green	Shade Man's HP is restored.
Red	Shade Man uses Wing Storm special move.

BLOCKING

Use Blocking to deflect the Pesky Bat sent from your opponent when you enter the Custom/Interval screen.

☐ ***Battle Network 5*** – Press the ***Blocking Button*** without selecting ***OK*** to block on the Custom screen.

☐ ***Boktai 2*** – Set Blocking to ***ON*** to block on the Interval screen.

You can only use Blocking once per battle. Be careful: if you try to block when no Pesky Bat has been sent, you will end up using your one and only block.

RESULT SCREEN

Once a battle is over, the Result screen shows the winner/loser, play time for each, Crossover points from that battle, and total Crossover points. When you exit the screen your game is automatically saved.

CROSSOVER POINTS

You earn Crossover points during Crossover battles. Both sides win points, with the side that won or sent more Pesky Bats receiving more points. These points can then be used in the actual game.

☐ ***Battle Network 5*** – Use your collected Crossover points with the ***Boktai 2*** Trader that appears somewhere in the game to acquire new chips.

☐ ***Boktai 2*** – Use your Crossover points somewhere within the game to trade for armor and equipment.

CREDITS

Manual: Hanshaw Ink & Image; Marketing: Todd Thorson, David Riley, Jack Symon, Sarah Felbinger, Laili Bosma, Carrie Root, Robert Johnson, Nate Williams and Rey Jimenez; Package Design: Michi Morita, Corey Tran and Scott Baumann; Translation: Thomas Huston and Brian Dunn; PR: Melinda Mongelluzzo, Arne Cual and Alicia Kim; Customer Service: Philip Navidad, Robert Hamiter and Frank Filice.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Game Pak from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the Game Pak free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Game Pak develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for $20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your Game Pak certified mail. CAPCOM will replace the Game Pak, subject to the conditions above. If replacement Game Paks are not available, the defective product will be returned to you and the $20.00 payment refunded.

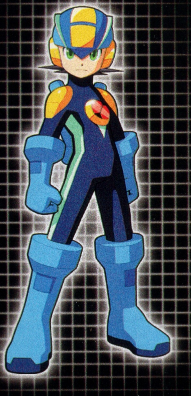
WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

CAPCOM®

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085. ©CAPCOM CO., LTD. 2004, 2005 ALL RIGHTS RESERVED. CAPCOM, the CAPCOM logo and MEGA MAN are registered trademarks of CAPCOM CO. LTD. Boktai is a registered trademark of Konami Computer Entertainment Japan. The ratings icon is a registered trademark of the Entertainment Software Association.



Capcom Entertainment, Inc.
475 Oakmead Parkway, Sunnyvale, CA 94085

PRINTED IN USA